

**Amendments to the Abstract:**

Please replace the Abstract in its entirety with the following amended Abstract:

Improved techniques for representation of objects in a Java<sup>TM</sup> programming environment are disclosed. The techniques are highly suitable for representation of Java<sup>TM</sup> objects inside virtual machines, especially those that operate with limited resources (e.g., embedded systems). In accordance with one embodiment, a Java<sup>TM</sup> object representation is disclosed. As will be appreciated, the Java<sup>TM</sup> object representation provides a reference that can be used to directly access the internal class representation associated with the object. The internal class representation provides information regarding the Java<sup>TM</sup> object (e.g., object size, object type, static fields, etc.) As a result, information regarding Java<sup>TM</sup> objects can quickly be accessed. This means that the processing time conventionally needed to access information regarding Java<sup>TM</sup> objects is reduced. Thus, performance of virtual machines, especially in systems with limited computing power and/or memory, can be enhanced.